

## **Kansas Youth Gambling Behavior Trend Data 2007-2012**

The following report concerns adolescent gambling behavior reported by adolescents through the Kansas Communities That Care (KCTC) Student Survey. This survey is a self-report instrument for grades 6, 8, 10 and 12. The assessment is undertaken annually by the Kansas Department for Aging and Disability Services, Community Services and Programs, Behavioral Health Services, and is used by state agencies, counties, schools, and communities in Kansas to monitor the incidence and prevalence of adolescent problem behaviors, as well as the environmental factors that put children at risk or protect them from developing problem behaviors. In 2006, questions related to problem gambling were added to the survey. This report compiles data from the 2006-07, 2007-08, 2008-09, 2009-10, 2010-11, and 2011-12 school years.

# Gambling Behavior Questions

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Responds "YES"

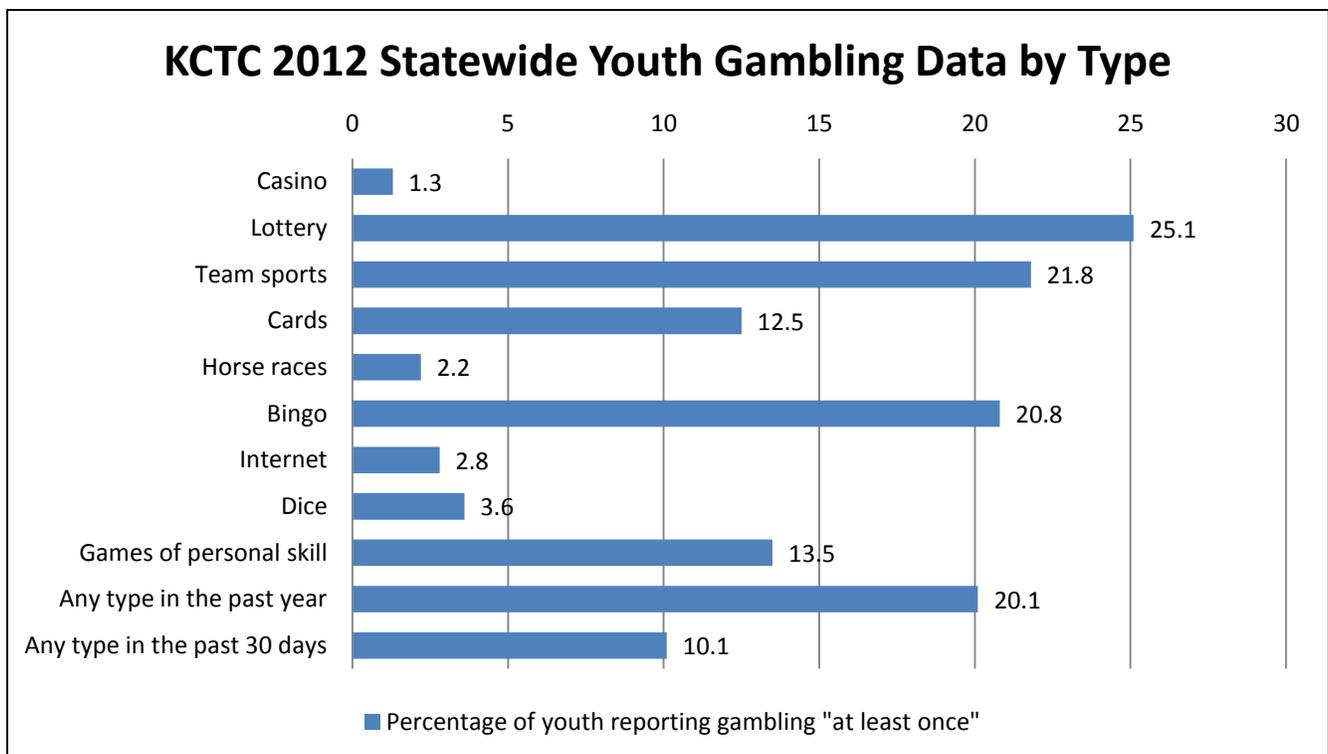
1. In the past year, have you gambled for money or anything of value?
2. In the past 30 days, have you gambled for money or anything of value?

Responds "At Least Once"

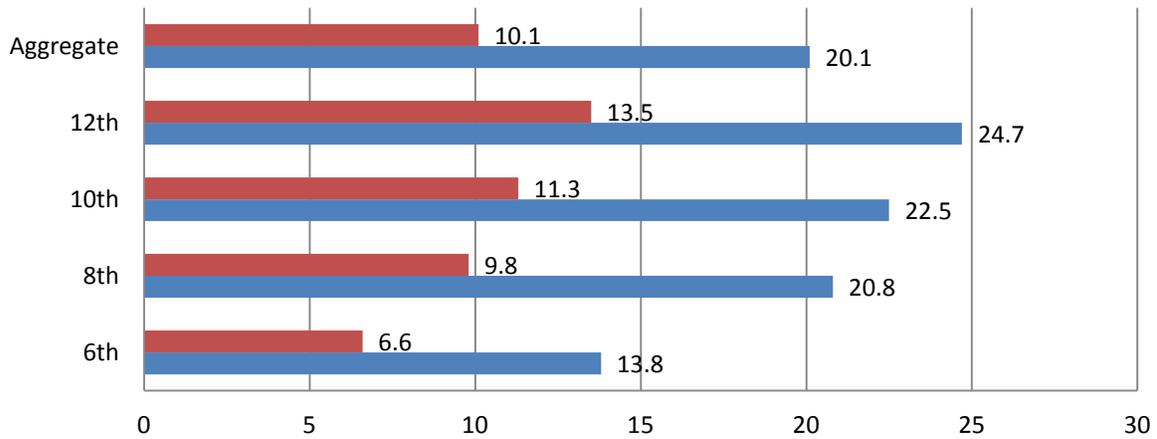
3. In the past year, how many times (if any) have you: gambled at a casino?
4. In the past year, how many times (if any) have you: played the lottery or scratch-off tickets?
5. In the past year, how many times (if any) have you: bet on team sports?
6. In the past year, how many times (if any) have you: played cards for money?
7. In the past year, how many times (if any) have you: bet money on horse races?
8. In the past year, how many times (if any) have you: played bingo for money or prizes?
9. In the past year, how many times (if any) have you: gambled on the Internet?
10. In the past year, how many times (if any) have you: bet on dice games (such as craps)?
11. In the past year, how many times (if any) have you: bet on games of personal skill?

## 2012 Highlights

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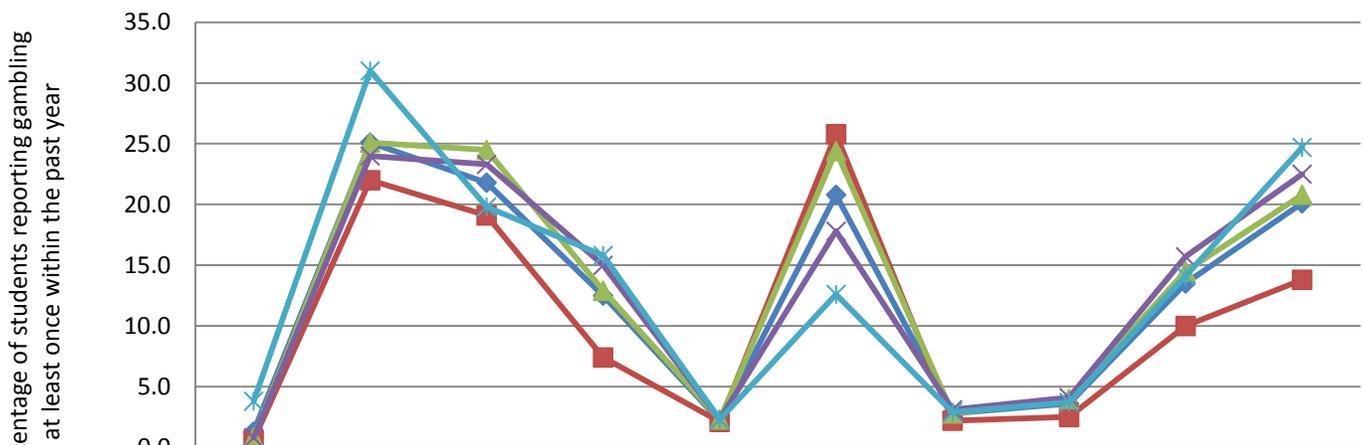


## 2012 KCTC Statewide Prevalence of Youth Gambling by Grade



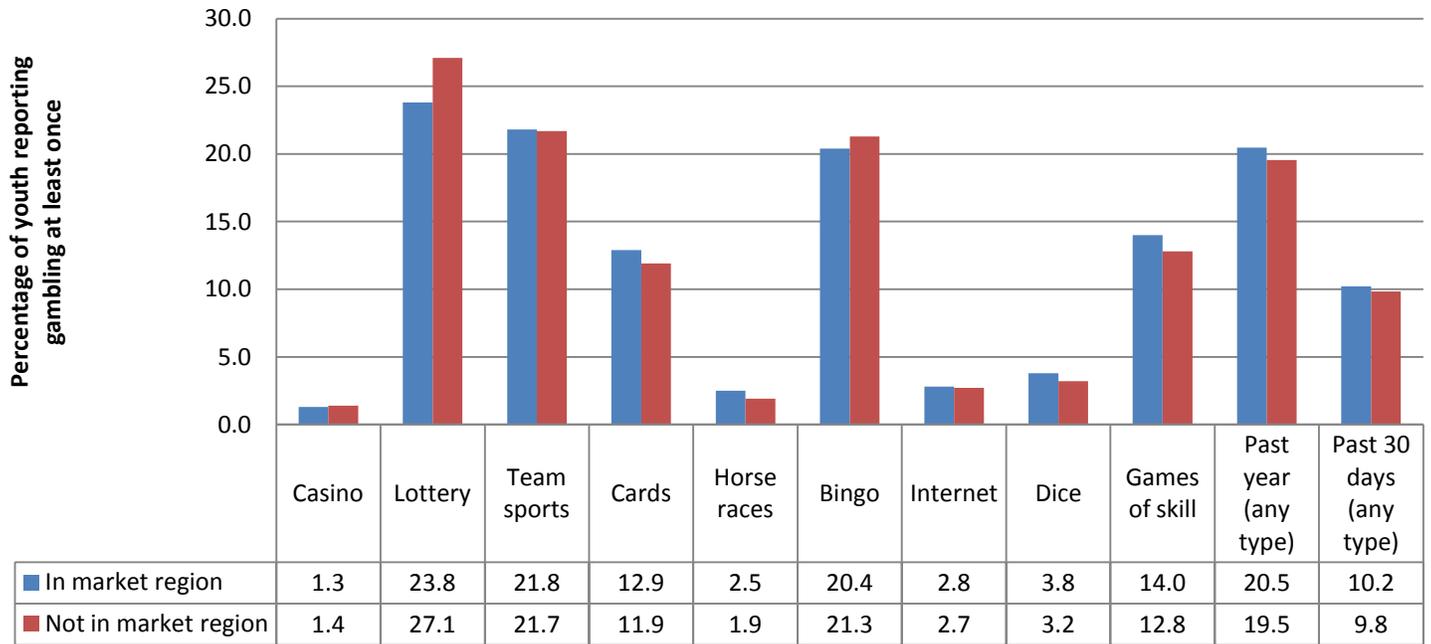
	6th	8th	10th	12th	Aggregate
Past 30 days	6.6	9.8	11.3	13.5	10.1
Past Year	13.8	20.8	22.5	24.7	20.1

## 2012 KCTC Statewide Past-Year Prevalence of Youth Gambling by Activity and Grade

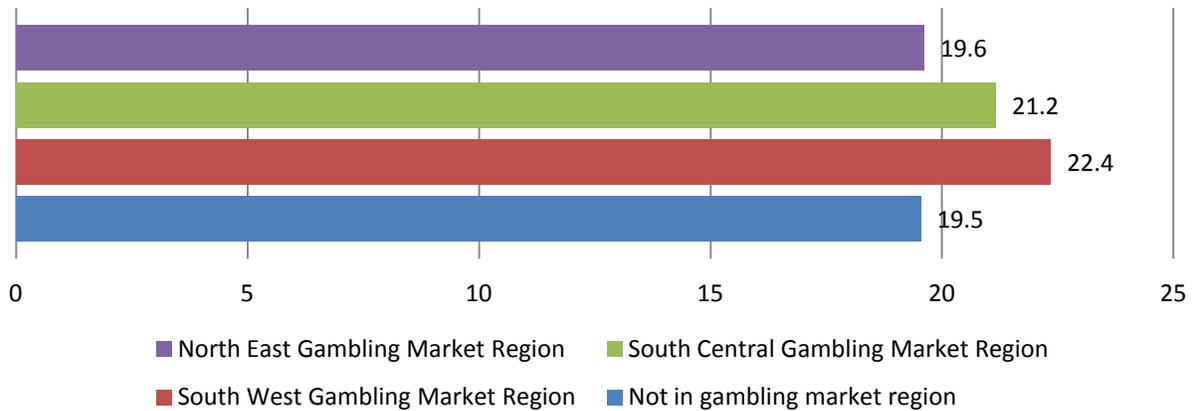


	Casino	Lottery	Team sports	Cards	Horse races	Bingo	Internet	Dice	Games of personal skill	Any type
Aggregate	1.3	25.1	21.8	12.5	2.2	20.8	2.8	3.6	13.5	20.1
6th	0.6	22.0	19.1	7.4	2.1	25.8	2.2	2.5	10.0	13.8
8th	0.8	25.1	24.5	12.9	2.3	24.4	2.8	4.0	14.5	20.8
10th	0.8	24.0	23.3	15.0	2.3	17.8	3.1	4.1	15.7	22.5
12th	3.8	31.0	19.8	15.8	2.3	12.6	2.9	3.7	14.1	24.7

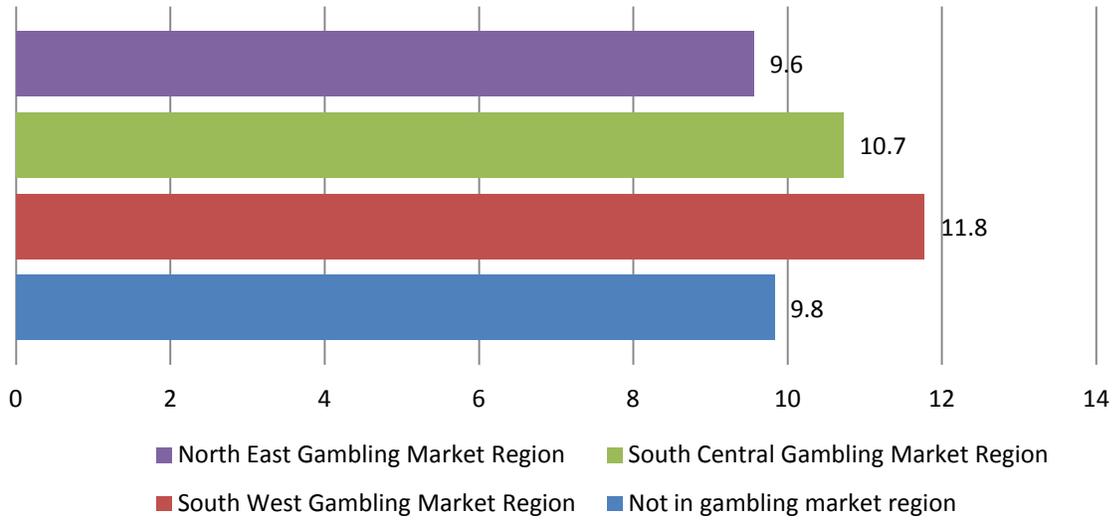
## 2012 Statewide Youth Gambling Data - Inside Gambling Market Region vs. Outside Market Region



## 2012 Percentage of Youth Reporting Past Year Gambling by Market Region

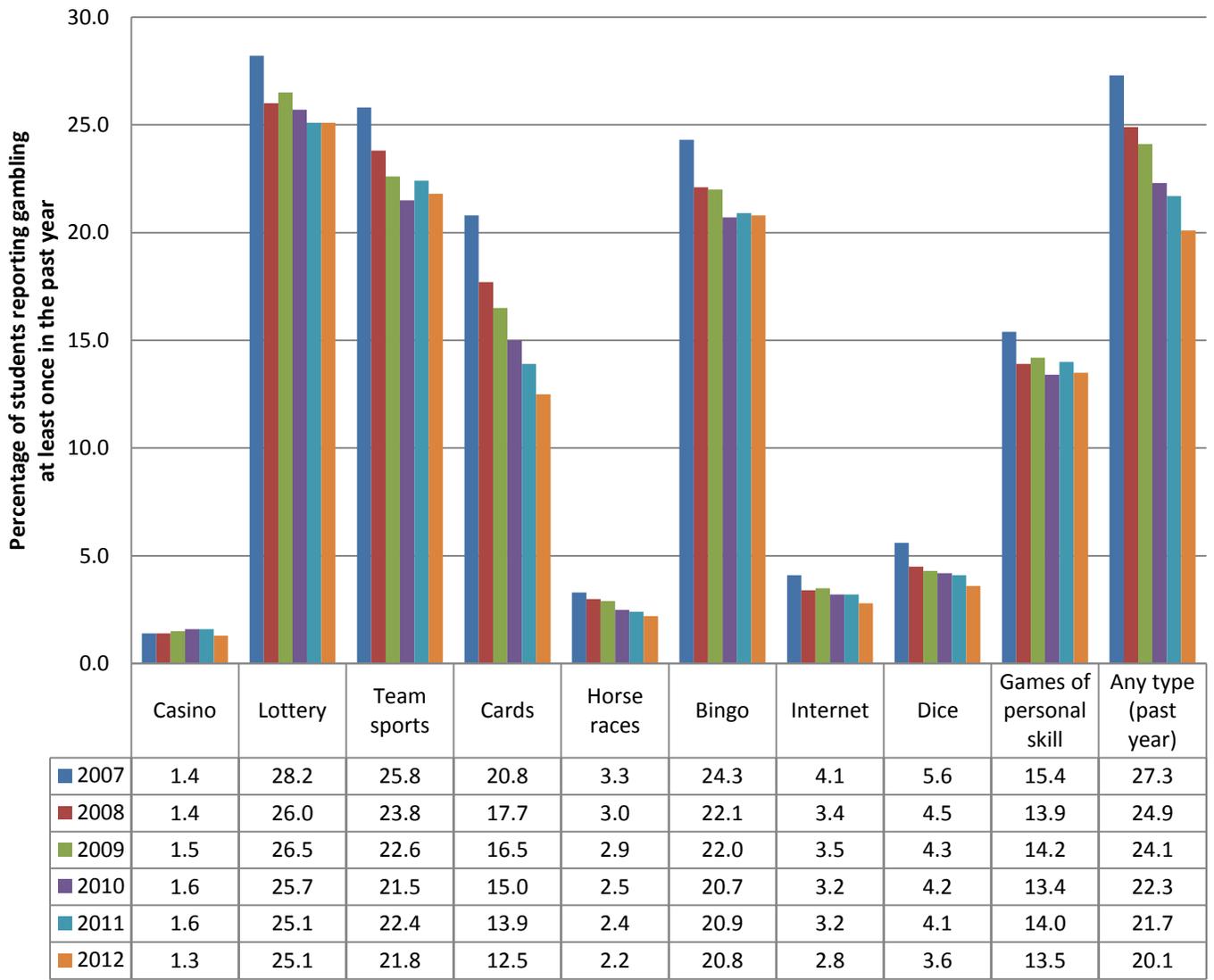


## 2012 Percentage of Youth Reporting Past 30 Day Gambling by Market Region

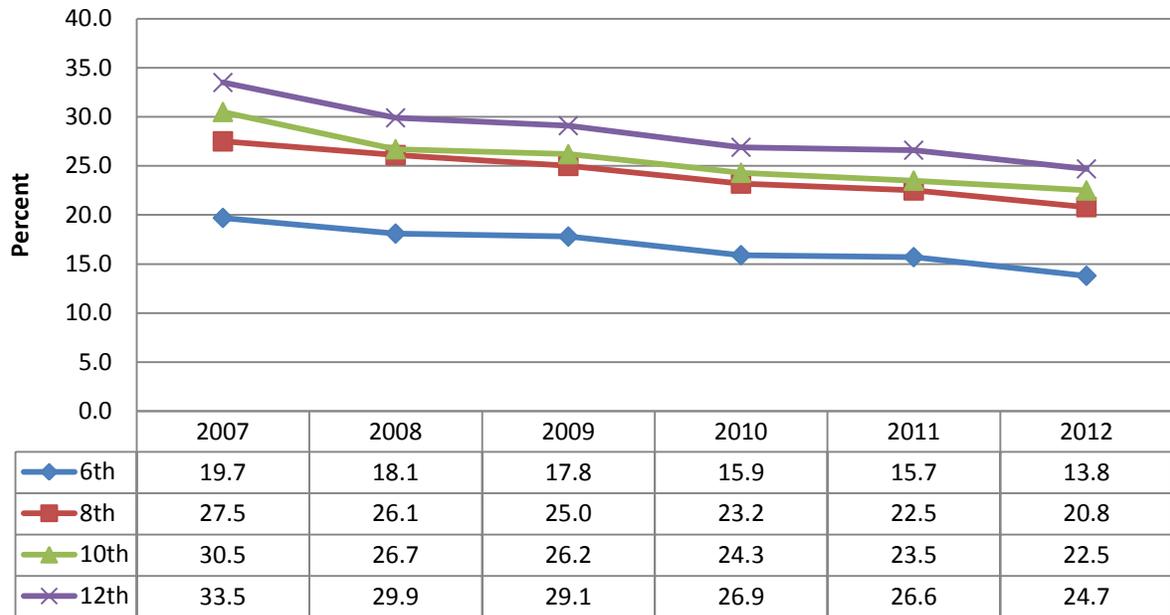


# Statewide Gambling Trend Data 2007-2012

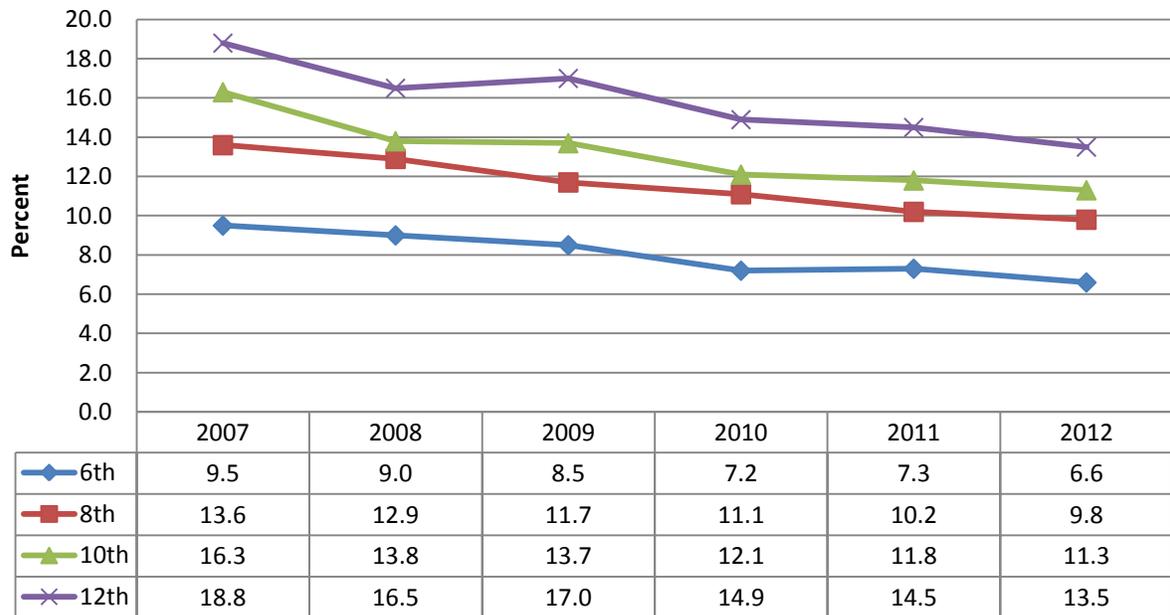
**Past Year Participation  
in Gambling Activities by Year**



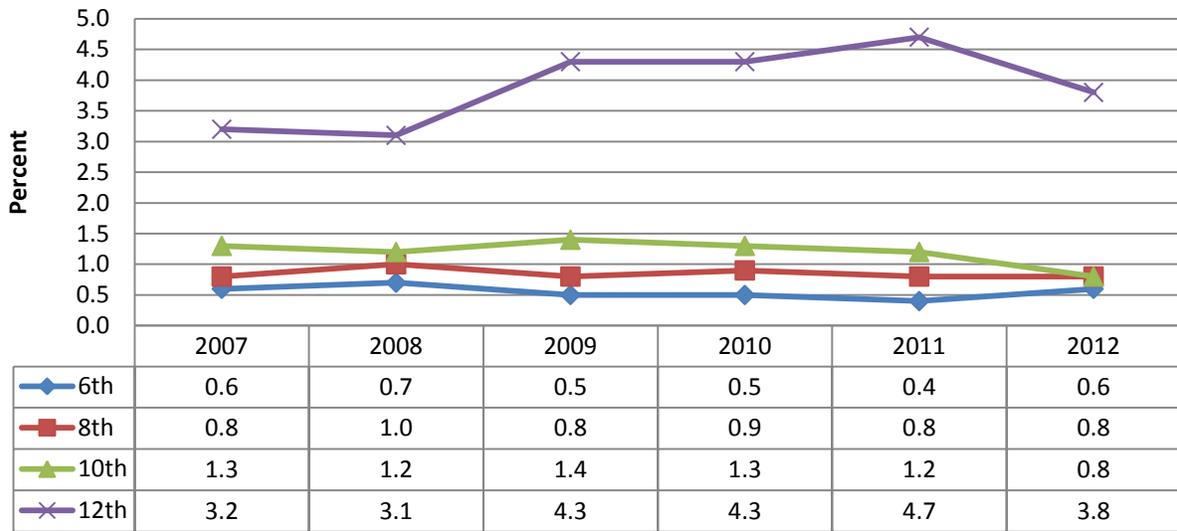
## Gambled for Money or Anything of Value At Least Once in the Past Year



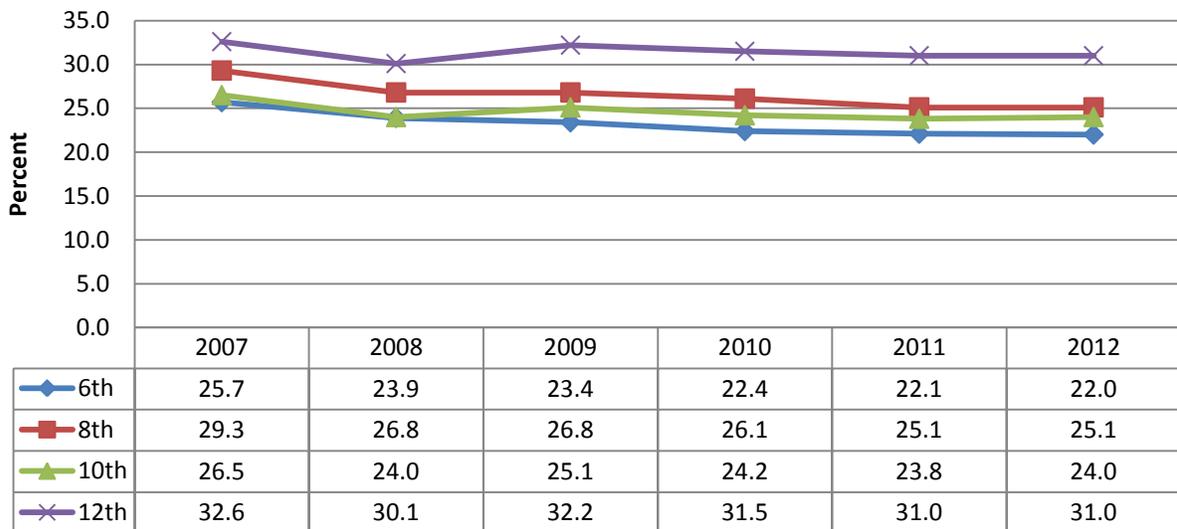
## Gambled for Money or Anything of Value At Least Once in the Past 30 Days



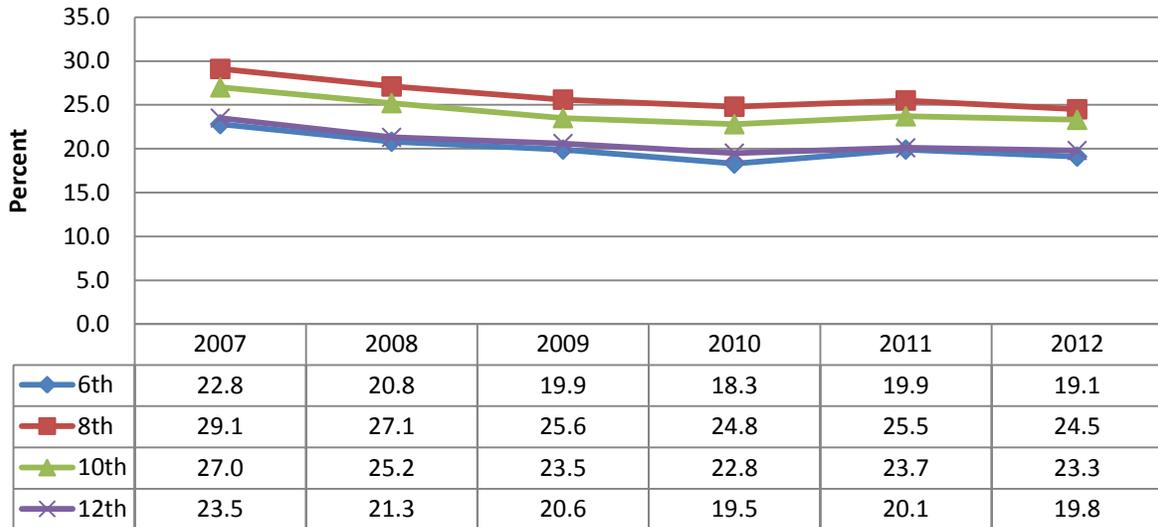
### Gambled at a Casino At Least Once in the Past Year



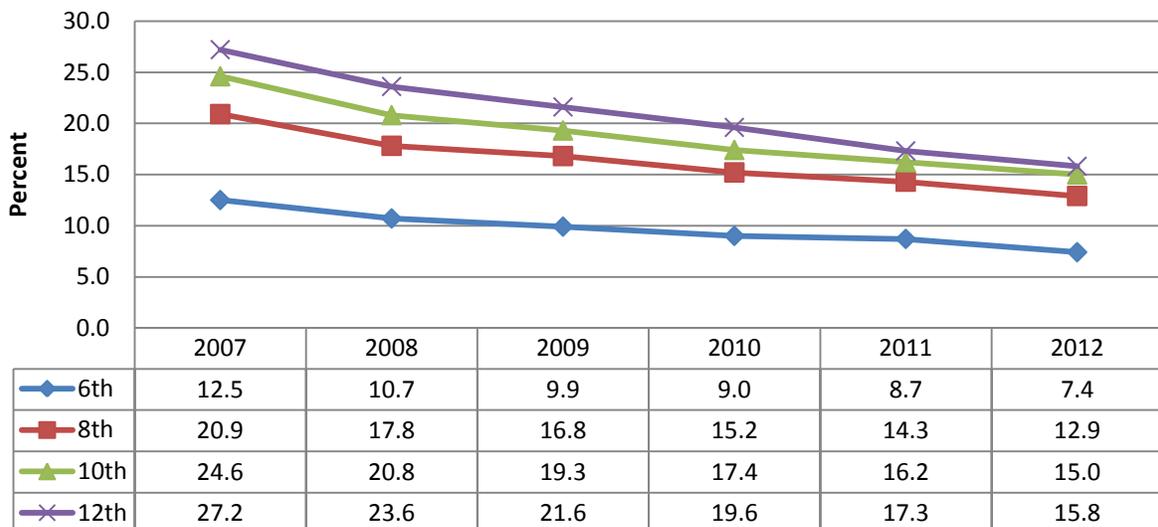
### Played the Lottery or Scratch-Off Tickets At Least Once in the Past Year



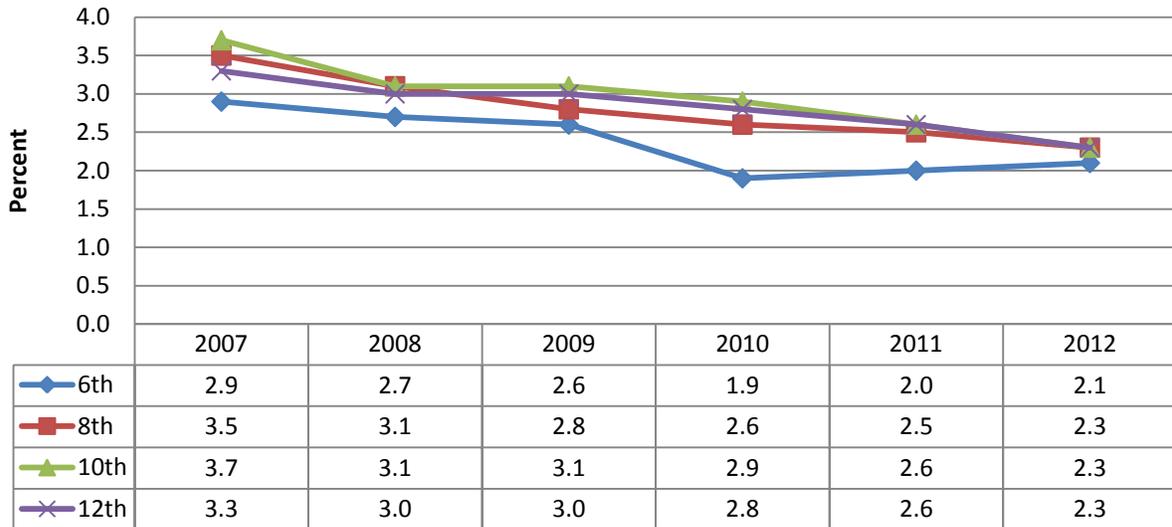
### Bet on Team Sports At Least Once in the Past Year



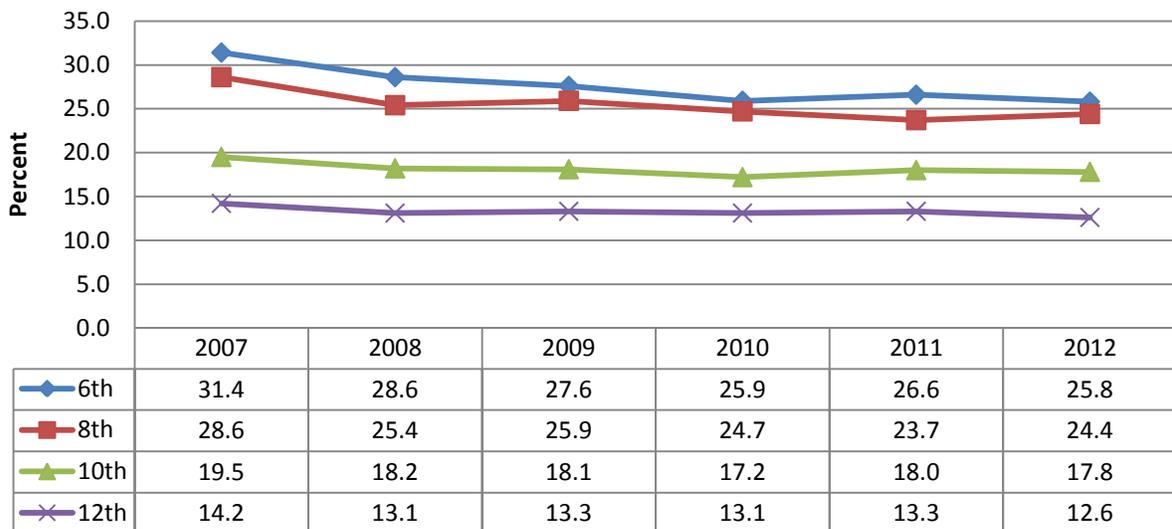
### Played Cards for Money At Least Once in the Past Year



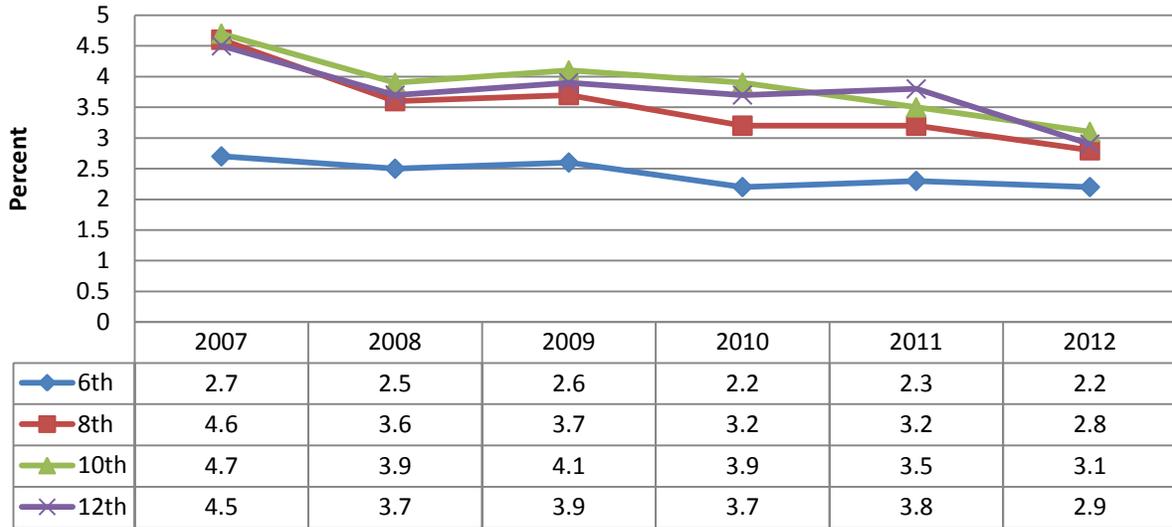
### Bet on Horse Races At Least Once in the Past Year



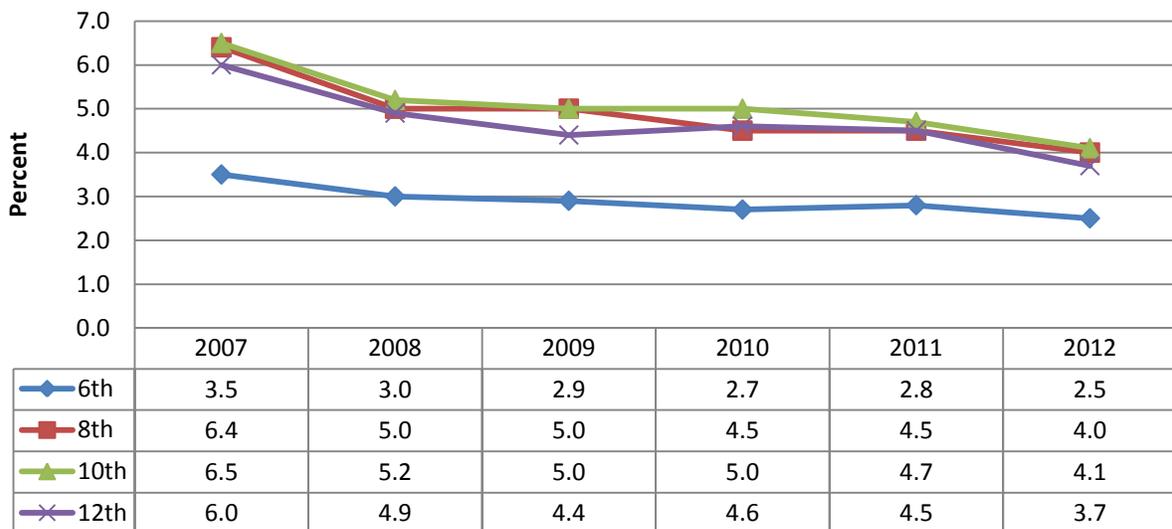
### Played Bingo for Money or Prizes At Least Once in the Past Year



## Gambled on the Internet At Least Once in the Past Year



## Bet on Dice Games (Like Craps) At Least Once in the Past Year



## Bet on Games of Personal Skill (i.e. Billiards) At Least Once in the Past Year

